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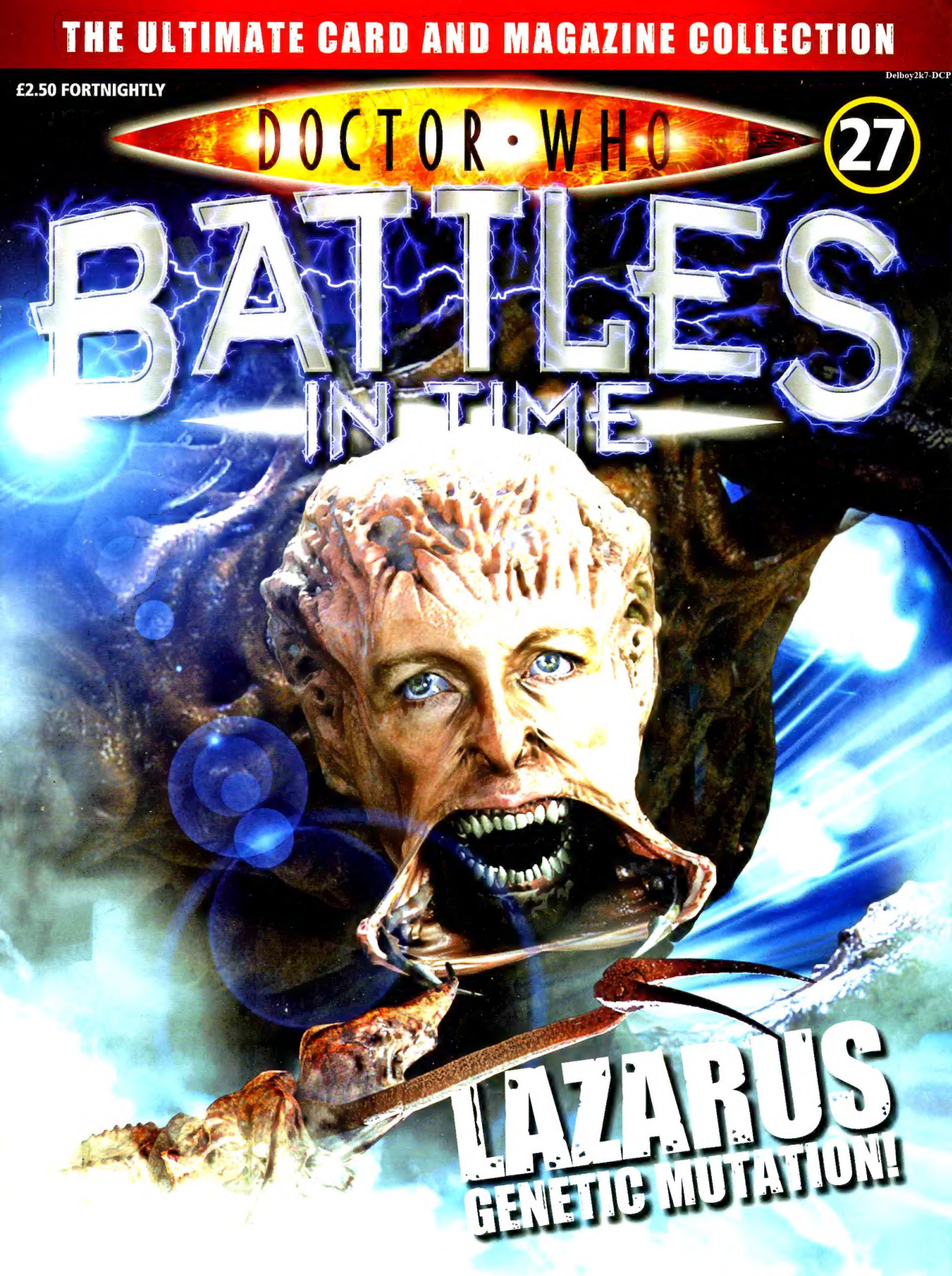

LAZARUS

GENETIC MUTATION!

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GAMEPLAY GHOST

Will you get greedy and gamble with the ghost player?

STEP 1

PLAYER 1 VS PLAYER 2

You can play this with two or more 'real' players. Remove all the bonus cards and duplicates. Shuffle the deck and deal 20 cards face-down to each player. Now do exactly the same for the ghost player.

Start off with Fear Factor as your category. Players 1 and 2 turn over their top card and check their green ratings. Whoever's score is highest wins the round and the two cards go in their stockpile.

PLAYER 2 WINS!

GAMBLERS!

STEP 2

Player 2 can now try and win another card – if they dare! If they want to, they can turn over the top card in the ghost's deck.

If the Fear Factor is lower than the score on their original card, then they can claim all three cards for their winnings stockpile.

But, if the score is higher, then they lose and all three cards are put in the ghost's stockpile.

REMEMBER! You don't have to challenge the ghost – you could lose both your cards if you do!

FEAR FACTOR 9100! GHOST WINS!

STEP 3

Take it in turns to choose the next category, then gameplay continues until one 'real' player runs out of cards completely!

The winner is the player who holds the most cards at the end!

TOP TIP! If you win on a low score then don't challenge the ghost – it'll probably beat you!

DECK DOCTOR

The brand new Invader set has loads of characters, ships, monsters and gadgets for you to collect...

BONUS HUNTER

HOW TO PLAY

Can you find the 12 Invader bonus cards that are trying to hide in this wordsearch? Be warned, they're tricky...

C	R	E	S	P	M	W	W	F	D	N	A	W	O	R	E		
R	A	C	K	R	O	Y	W	E	N	W	E	N	L	D	O		
H	D	R	R	N	C	M	A	J	C	I	F	F	A	R	T		
C	I	A	R	O	N	O	L	A	W	T	A	E	M	R	F		
T	A	R	A	I	M	Y	P	A	O	C	P	D	R	S	O		
A	T	J	U	D	O	O	N	S	H	I	P	N	M	R	B		
P	I	T	N	A	T	N	A	I	L	A	V	D	A	P	W		
D	O	Y	S	U	T	T	I	O	T	D	A	O	C	K	A		
O	N	U	B	A	F	D	D	T	D	L	D	R	R	N	T		
O	B	F	A	A	R	T	C	I	E	N	L	R	A	K	C		
M	L	W	L	E	S	C	A	P	E	P	O	D	G	T	H		
S	A	S	Z	A	O	R	E	M	I	S	U	S	R	D	S		
S	S	C	A	S	G	B	O	R	E	Y	C	P	I	A	D		
I	T	B	L	S	R	Y	F	P	N	K	S	P	P	R	N		
L	N	N	D	Y	R	A	O	C	I	I	R	A	T	E	A		
B	P	P	O	U	E	S	A	B	T	E	K	C	O	R	T		

- [ ] BLISS MOOD PATCH
- [ ] CARRIONITE PUPPET
- [ ] ESCAPE POD
- [ ] FOB WATCH
- [ ] LAZ LABS
- [ ] JUDOON SHIP
- [ ] MACRA GRIP
- [ ] NEW NEW YORK CAR
- [ ] RADIATION BLAST
- [ ] ROCKET BASE
- [x] TRAFFIC JAM
- [ ] VALIANT

CULT OF SKARO CARDS

The fearsome Dalek foursome has been cooking up new breeds of horror to make your gameplay even more fun...

THERE ARE 4 HUMAN DALEK CARDS TO COLLECT!

Hundreds of poor and homeless people were turned into zombie-like Human Daleks!

Those humans with low IQs were turned into hideous half-human, half-pig henchmen!

Laszlo escaped the Daleks halfway through his conversion into a Pig Slave!

FINAL EXPERIMENT

The Cult's leader, Dalek Sec, was eager to evolve...

...so he lured a greedy New Yorker into his laboratory...

...and this hideous creature was the result!

CARD CLASH

WE PIT TWO OF THE WISEST INVADER CARDS

WILLIAM SHAKESPEARE

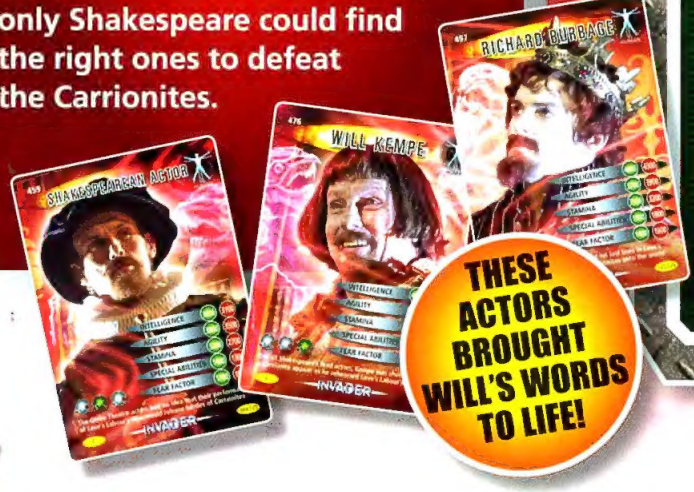
HERO PROFILE

HEIGHT	1.82m
LIFE FORM	HUMAN
TECHNOLOGY	LOW
ALIGNMENT	GOOD

WHO IS HE? The most brilliant writer who ever lived! He didn't know it, but one of his plays – Love's Labour's Won – contained special words that would unleash the banished Carrionites when spoken inside the Globe Theatre!

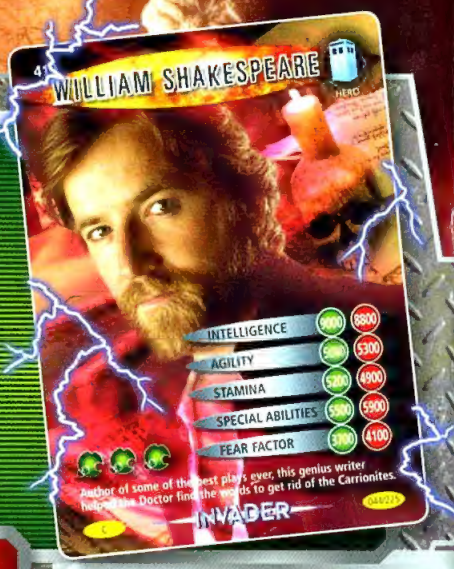
WHAT'S HE LIKE? So clever even the Doctor calls him a genius! He's brave and witty too, and a big star in 16th century England.

WHAT'S HE GOOD AT? Words! The Doctor knew that only Shakespeare could find the right ones to defeat the Carrionites.



THESE ACTORS BROUGHT WILL'S WORDS TO LIFE!

SHAKESPEARE WINS ON:
INTELLIGENCE
9000 vs 7600
AGILITY
5600 vs 1000



TOTAL 2/5

FACE OF BOE

AGAINST EACH OTHER IN A MIGHTY BATTLE OF WITS!

FACE OF BOE

HERO PROFILE

HEIGHT	1.42m
LIFE FORM	UNKNOWN
TECHNOLOGY	ADVANCED
ALIGNMENT	GOOD

WHO IS HE? The oldest, wisest being in the universe! The Doctor met him at least three times before he discovered that Boe might be his old friend Captain Jack Harkness aged five billion!

WHAT'S HE LIKE? Noble, kind and intelligent. His last act was to save the drivers trapped on the New New York motorway with the help of the Doctor and the cat-nurse, Novice Hame.

WHAT'S HE GOOD AT? Keeping secrets and living for a very long time! He can also teleport at will and send cryptic psychic messages across time.

BOE WINS ON:
STAMINA
9100 vs 5200
SPECIAL ABILITIES
8200 vs 5500
FEAR FACTOR
4300 vs 3700

TOTAL 3/5

WINS!

HAVE YOU FOUND THESE TWO CARDS YET?

FAQ EPISODE 26 ARMY OF GHOSTS

The Doctor and Rose unmask some ghostly invaders and prepare for the final battle!

Q Which episode is this?
The Doctor and Rose are shocked to find millions of 'friendly' ghosts walking the Earth. They check out top-secret Torchwood Tower and discover the ghosts are really Cybermen!

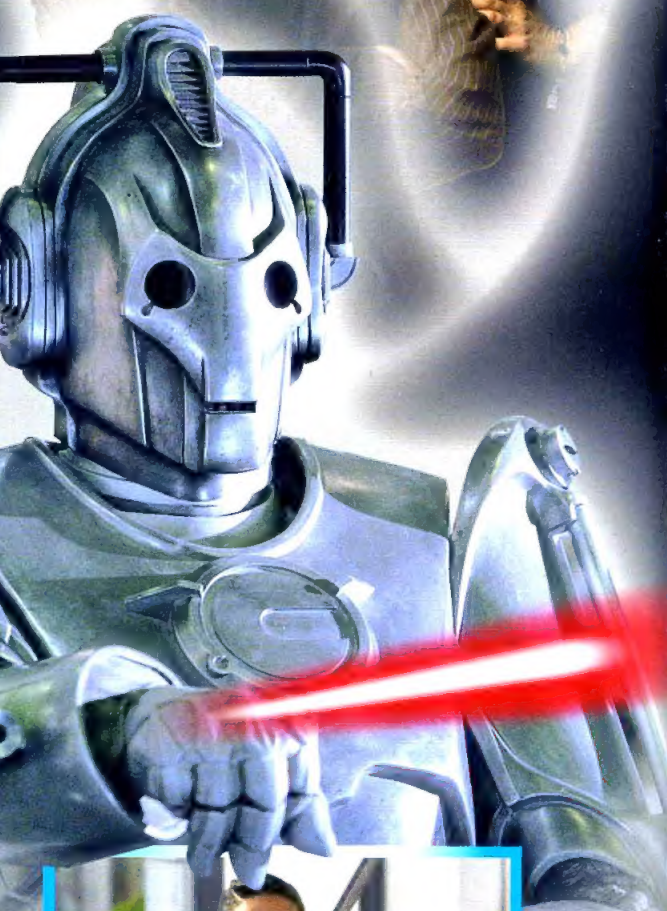
Q Weren't the Cybermen defeated?
Apparently not! They've broken through to our world from the parallel Earth visited by the TARDIS, where Mickey and Pete have been fighting to stop them. Now the Cybermen want to upgrade us as well!

Q Why do the Cybermen appear as strange ghost-like beings?
They've been trying to cross the Void between worlds for ages and that's why they look all blurry at first. Nobody recognises them until it's too late – by then, the Cyber Leader has control of Torchwood Tower!

Q How did Mickey get back into our universe from parallel Earth?
He and the Preachers have followed the Cybermen using devices that let them jump back and forth between parallel worlds.

Q What is the Torchwood Institute?
A secret organisation set up by Queen Victoria. Torchwood's job is to defend Britain against alien invasions. But they get it all wrong – Torchwood's boss thinks the ghosts are harmless and the Doctor is an enemy of the UK!

Q What's in that strange sphere?
Mickey thinks the mysterious sphere in Torchwood's basement contains a Cyber Emperor! But the reality is much worse – inside are four Daleks, including Dalek Sec!



"Cybermen! Millions of them!"

WHO'S THAT GIRL?

Q Is that Martha Jones working for Torchwood?
No, it's her cousin Adeola! Martha mentions her when she first meets the Doctor on the Moon!

PHANTOM FRENZY!

Can you dodge the Cybermen and make it down to Torchwood's basement?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

The ghosts turn out to be Cybermen!
Is your Fear Factor above or below 5000?

ABOVE 5000

You sneak out of the Lever Room – but the Cyber Leader spots you!
Is your card number over 150 or under?

BELOW 150

The Cybermen march you back to the Lever Room for conversion.
If you have a red power symbol you escape.

ABOVE 150

The corridor is packed with Cybermen – will you run or freeze?
If you have a Hero card you run.

HERO

The Cybermen are right behind you!
Is your card odd or even?

OTHER

You dodge the Cyber guards and run down the stairs.
If your card is a Monster card you're fast enough.

OTHER

ODD

EVEN

MONSTER

BELOW 4000

ABOVE 4000

You use your psychic paper to get past the Torchwood soldiers.
Is you Special Abilities rating over 4000?

BELOW 3000

The corridor's empty, but you can hear cyber-stomping behind you!
Is your red stamina higher than 3000?

BELOW 5000

ABOVE 3000

You get away and run for the nearest fire exit.
Do you have a rare card?

COMMON

RARE

YOU WIN!

Congratulations!
You win! You're safely in the basement! But soon you'll have four Daleks to deal with...

LAZARUS QUIZ

Think you know your Lazarus Creature?

Q1. How old was Professor Lazarus before the experiment?

a) 21
b) 76
c) 105

Q2. What was the name of Lazarus' greedy partner?

a) Lady Thaw
b) Lady Frost
c) Lady Muck

Q3. What does Lazarus change so he can be young again?

a) His socks
b) His ETA
c) His DNA

Q4. Lazarus has a model of which building in his office?

a) Torchwood Tower
b) Southwark Cathedral
c) Sleeping Beauty's Castle

Q5. Why does Francine say she doesn't trust the Doctor?

a) Because he's dangerous
b) Because he ate all the nibbles
c) Because he smells

Q6. What machine does the Doctor use to defeat Lazarus?

a) A gravitic anomalyser
b) A genetic-loop scrambler
c) A cathedral organ

PARTNER IN TIME

The businesswoman Lady Thaw was desperate to be young again just like Professor Lazarus. She funded a lot of his research, but Lazarus betrayed her and she became his very first victim!

1: THE OLD MAN

Professor Richard Lazarus starts off as a 76-year-old scientist who wants to rejuvenate his old and weary body. He doesn't care about the dangers of messing with DNA, he just wants to live forever – and make loads of money!

2. REBORN!

When the Professor emerges from the Genetic Manipulation Device, he looks decades younger. It seems like the Lazarus Experiment worked – but only because the Doctor stepped in to prevent the machine blowing up!

3. MONSTER UNLEASHED!

It's not long before Lazarus' DNA starts t corrupt and he changes into a huge scorpion-like beast! He kills Lady Thaw and smashes his way through the posh Laz Labs building, sucking the life essenc out of innocent party guests as he goes.

4. INSANE GENIUS!

Lazarus changes back into a human but the Doctor can't convince him to stop killing! As soon as he sees Martha he transforms into a hideous monster again – and chases the Jones sisters into the cathedral bell-tower.

5. FULL CIRCLE!

When he falls from the cathedral bell tower, Lazarus dies and 'regresses' back into an old man.

TOP 10 LAZARUS FACTS

1. The Lazarus Creature may look alien, but its origin is actually human!
2. The experiment awakened dormant genes that human evolution rejected millions of years ago.
3. The new genes attacked Lazarus' human DNA and corrupted it.
4. Lazarus' machine works using sonic technology similar to the Doctor's screwdriver.
5. Lazarus spent his whole life perfecting the Genetic Manipulation Device.
6. The Lazarus Creature feeds off the life essences of human beings.
7. You can still make out the Professor's face on the end of the monster's long neck!
8. The shadowy Mr Saxon put money into the Lazarus experiment.
9. The Doctor used sound waves blasted through the organ in Southwark Cathedral to destroy the Lazarus Creature.
10. The creature hides in the cathedral because that's where Lazarus hid from the Blitz during World War II.

MIRACLE MACHINE!

Lazarus' machine is called a Genetic Manipulation Device. The Professor is really proud of it but the Doctor says it's about as safe as a blender! Martha and the Doctor hide in the GMD when the Lazarus Creature chases them, because they know Lazarus would never rip it apart!

LAZARUS DECK

Have you found these exciting cards from 'The Lazarus Experiment' yet?

LAZARUS CREATURE

TISH JONES

LADY THAW

PROFESSOR LAZARUS

TURN TO PAGE 23 BEFORE HE GETS YOU!

SECOND WAVE

The Doctor and Martha follow two groups of thieving aliens to the 19th century.

Written by: Steve Cole, Inks: Lee Sullivan, Colours: Alan Craddock.

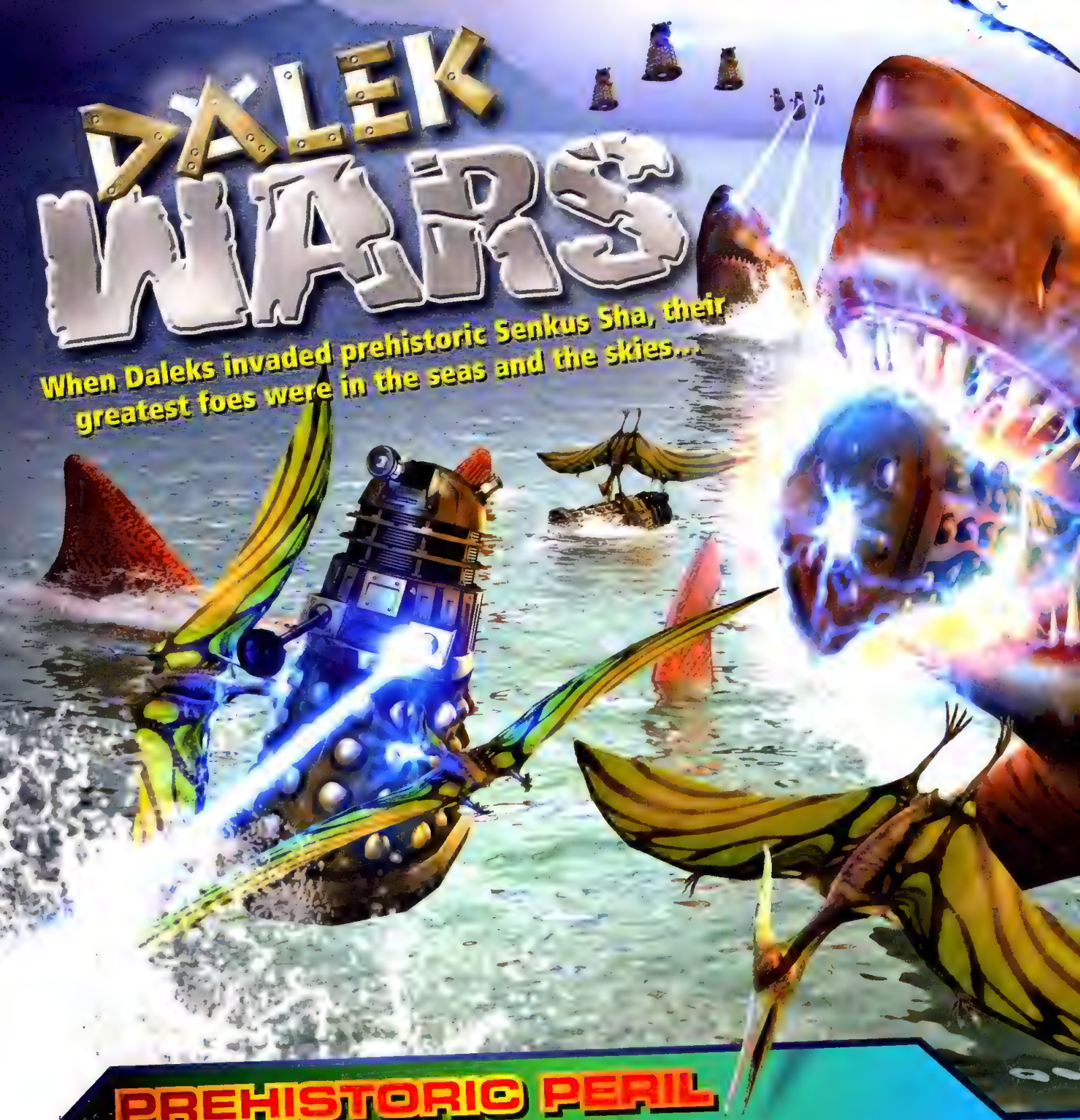
FRIENDS OF YOURS, DOCTOR?
BOOM!
MY FRIENDS DON'T FIRE PROTON CANNONS AT ME! WELL, NOT OFTEN, ANYWAY...
THOSE SHIPS ARE CLOSING IN, EITHER SIDE OF US!
TRUST ME, CAPTAIN — OR WE'RE DEAD. HANG THE JIBSAILS, FORE AND AFT! GET THIS THING MOVING!
MAN THE CANNONS AND HOIST AWAY! I WANT TO CATCH EVERY BREATH OF WIND!
FROM THE LOOK OF THE FOOD THEY'VE BEEN EATING, I DON'T!
FOOD! GENIUS, MARTHA! GRAB ALL THE RATIONS YOU CAN. COULD BE OUR ONLY CHANCE!
POTATOES AND TURNIPS. AGAINST THESE DEMONS' FIRE WEAPONS? ARE YOU MAD?
HOPPING MAD! JUST SQUASHING IT UP WITH THE MOLASSES, LOVELY!
D'YOU HAVE A PLAN, OR DID YOU JUST FANCY A SNACK?

THEY'RE GAINING! AND OUR WEAPONS HAVE NO EFFECT!
THEY MIGHT NOW. SEE, PROTON CANNONS CREATE ENERGY BOLTS OUT OF AIR MOLECULES...
BOOM!
...BUT IF WE CLOG THE CANNON'S AIR INTAKE VALVE WITH ORGANIC MATTER...
BA-BAAM!
...IT GETS WORSE INDIGESTION THAN THE SAILORS!
KA-KOOOOOOOOOM!
OH, YES!
YOU COMPREHEND THIS DEVILRY, DOCTOR — CAN YOU SAVE US FROM THE SECOND SHIP?
BLIMEY, YOU DON'T WANT MUCH DO YOU? OK, TURN THIS THING AROUND.
WHAT?
YOU HEARD ME — PUT US ON A COLLISION COURSE!

AND SO...
AHHH! PERFECT SUMMER'S DAY! OUT ON A **BOWSPRIT**, SALT SPRAY IN YOUR HAIR, **ALIEN ENGINES** IN YOUR FACE, **SONIC SCREWDRIVER** IN YOUR HAND...
AVOID **ALIEN LASER BLASTS**, SELECT SETTING **34-H** AND—
—**HIT THE DECK!**
SHA-BANNNNG!
THANK GOD YOU'RE OK — IT **WORKED**, THEY'RE **HELPLESS!**
THEY **RAID BANKS** IN 2000, THEY **ATTACK A SAILING SHIP** IN **1800**... BUT WHY?
LAST **WARNNG** — BUTT OUT OF THE **CONTEST**, WISE GUY. THIS IS BETWEEN **US**.
UH-OH. THEY'RE **TRANSPORTING AWAY** LIKE BEFORE!
BETTER GET **AFTER** THEM...
NO **SCHOONER** SAID THAN DONE!
DEMONS... DOCTORS... ALL **DISAPPEARING!** I THINK I NEED A **LIE DOWN**...
TO BE CONTINUED...

DALEK WARS

When Daleks invaded prehistoric Senkus Sha, their greatest foes were in the seas and the skies...



PREHISTORIC PERIL

From Ancient Worlds by P.M. Stalley

The planet of Senkus Sha had been witness to many violent battles in its long history, but these fights normally occurred between the different native species. However, when the Daleks landed on their planet, these rival creatures had to work together against their common, terrible foe.

The Daleks were looking to build a base on Senkus Sha, from which they could launch future invasions of other nearby planets. Their need to systematically strip all alien planets of resources was unstoppable, just as their hunger for power and domination would never diminish. But before this plan could be put into effect, they needed to clear Senkus Sha of any hostile creatures.

After days of heavy battles near their landing spot, the Daleks

SEARCH & FIND

1. How many flying Perincott can you spot? 5pts
2. Can you count how many Dalek death rays there are? 5pts
3. Why did the Daleks invade Senkus Sha? (Clue: read the story) 10pts
4. Damage report! How many Dalek casualties can you find? 5pts
5. How many Empetnik tails are there? 5pts

TURN TO PAGE 23 FOR THE ANSWERS!

turned their sights to the south of the planet, where the inhabitants had evolved into some far more aggressive species than in the north. The seas were full of Empetniks, huge sea creatures similar to sharks, and the skies were patrolled by the flying Perrincott.

The local inhabitants fought long and hard, causing many Dalek casualties, but in the end flesh and blood succumbed to metal and laser blasts, and the beautiful Senkus Sha was defeated.

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

REJUVENATE!

Can you work out who these characters are before the Genetic Manipulation Device changes them forever?

MUDDLED MADMEN!

Can you unscramble the names of these power-crazy humans?

1. Milch Juno
2. Tenant Vast
3. Feather Along

CLUES

1 This creepy scientist became the Cyber Controller.

2 This Texan millionaire kept a Dalek chained up in his basement.

3 This warrior monk tried to assassinate Queen Victoria with a werewolf.

SONIC BOOM!

Help the Doctor break the security code and stop Lazarus' machine from exploding!

333	= H
%	= S
100	= L
*	= O
54	= R
336	= A
12	= N
7	= D
10	= X

ANSWER

333	336	54	*	100	7

ANSWER

%	336	10	*	12	

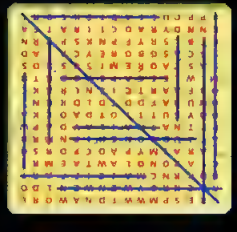
DNA DICER

Can you pick out which of these fragments is the odd one out?

COMING IN ISSUE 28...

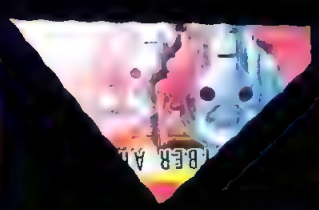
PUZZLE ANSWERS

BONUS HUNTER!



DNA DICER

A. CYBER ARMY



SONIC BOOM

H	A	R	O	L	D
333	336	54	*	100	7

DALEK WARS

1. 9
2. 7
3. To build a base.
4. 2
5. 4

LAZARUS QUIZ

1. B	4. B
2. A	5. A
3. A	6. C

REJUVENATE!

A. TISH JONES
B. AN OOD
C. FRANCINE JONES
D. THE DOCTOR
E. PROFESSOR LAZARUS
F. A CARRIONITE

MUDDLED MADMAN

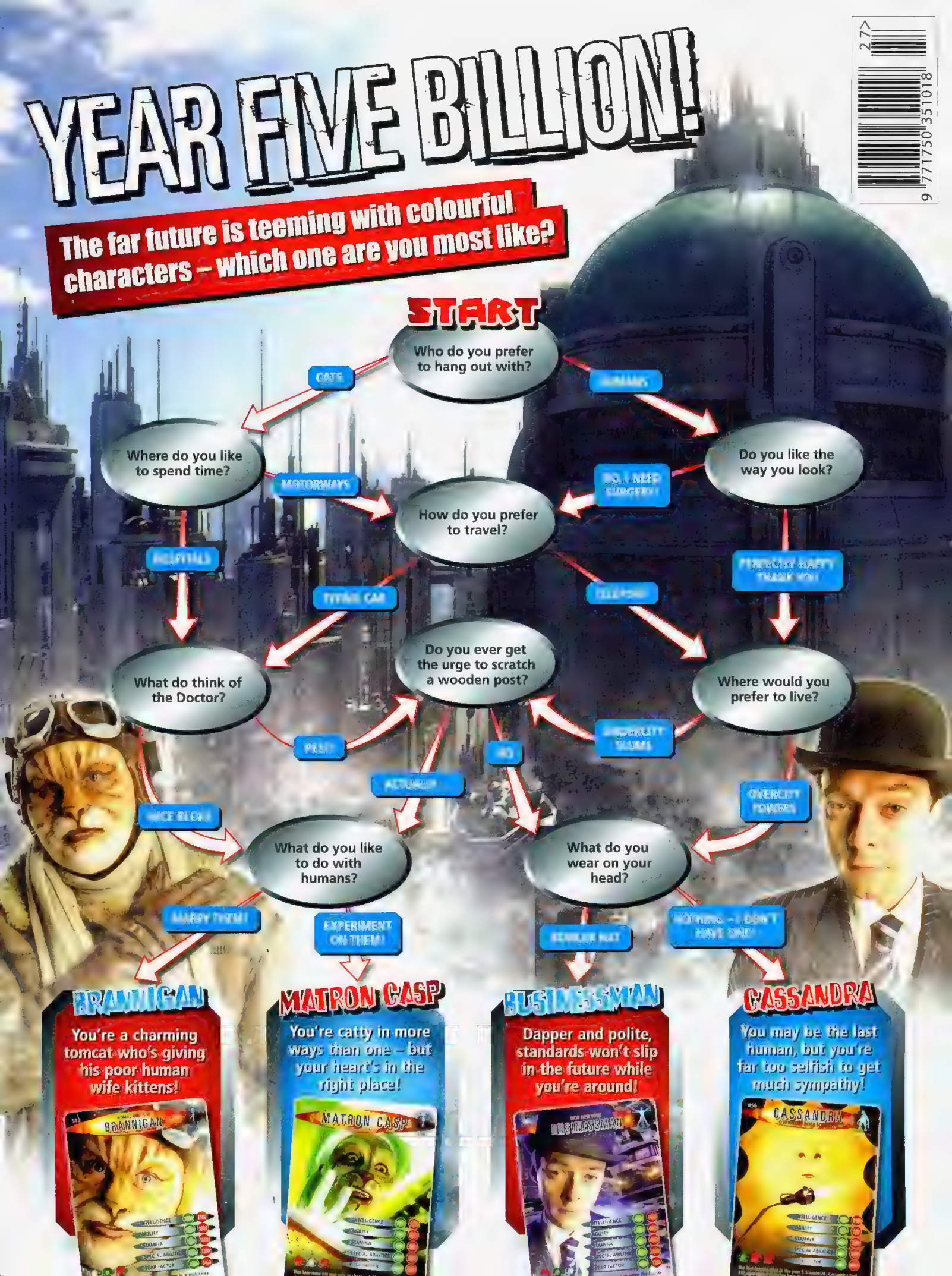
1. JOHN LUMIC
2. VAN STATTEN
3. FATHER ANGELO

S	A	X	O	N	
%	336	10	*	12	

YEAR FIVE BILLION!

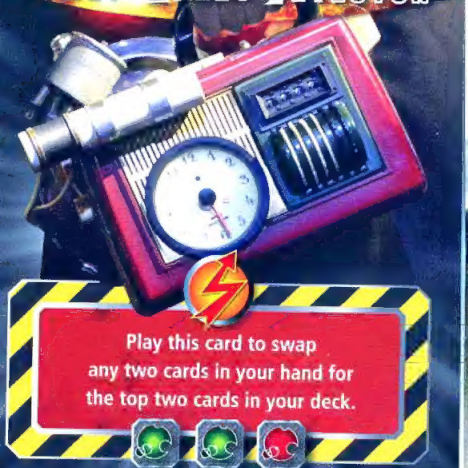
The far future is teeming with colourful characters – which one are you most like?

9 771750 351018 27



501

TIMEY-WIMEY DETECTOR



Play this card to swap any two cards in your hand for the top two cards in your deck.

While he was trapped in 1969, the Doctor created this device to track down other people who had been sent back in time.

C — INVADER — 126/225

449

FARMER CLARK

HUMAN

INTELLIGENCE	2900	3300
AGILITY	4100	3700
STAMINA	3500	3800
SPECIAL ABILITIES	1200	1500
FEAR FACTOR	2000	2400

When a scarecrow waved at him, Farmer Clark thought kids were playing tricks on him – but it was really alien soldiers!

C — INVADER — 074/225

469

LASER SCREWDRIVER

Add 1000 to the Master's SPECIAL ABILITIES.

Programmed so it could only be used by the Master, the Laser Screwdriver was a device that aged the Doctor.

R — INVADER — 094/225

403

MARTHA JONES

(MOOD PATCHED)

HERO

INTELLIGENCE	7600	7800
AGILITY	500	300
STAMINA	1000	900
SPECIAL ABILITIES	800	600
FEAR FACTOR	2100	2500

Milo and Cheen needed a third passenger to get to the fast lane, so they knocked out Martha with a 'Sleep' mood patch.

C — INVADER — 028/225

426

MILO

HUMAN

INTELLIGENCE	3600	3900
AGILITY	5500	5700
STAMINA	5000	4800
SPECIAL ABILITIES	1300	1600
FEAR FACTOR	2900	3300

Milo and Cheen kidnapped Martha because they had to have a third passenger to be allowed to use the fast lane.

C — INVADER — 051/225

516

ERINA LISSAK

HERO

INTELLIGENCE	4500	4700
AGILITY	4100	3900
STAMINA	4400	4200
SPECIAL ABILITIES	1600	1300
FEAR FACTOR	1700	1100

This SS Pentallian crew member was one of the victims of a vengeful sun. All that was left of her was a scorched outline.

C — INVADER — 141/225

534

PIG SLAVE 3

MONSTER

INTELLIGENCE	900	800
AGILITY	4900	4600
STAMINA	4400	4500
SPECIAL ABILITIES	1700	1500
FEAR FACTOR	6500	6300

When the Cult of Skaro captured low-intelligence humans they turned them into Pig Slaves, who followed their commands.

C — INVADER — 159/225

557

KATH McDONNELL

HERO

INTELLIGENCE	5700	5100
AGILITY	5200	5500
STAMINA	5000	5300
SPECIAL ABILITIES	1900	2200
FEAR FACTOR	3100	3400

Captain of the SS Pentallian, McDonnell sacrificed her life to save the crew from her Sun-Possessed husband Korwin.

C — INVADER — 182/225

478

AGE-ACCELERATED

TENTH DOCTOR

HERO

INTELLIGENCE	9100	8600
AGILITY	700	900
STAMINA	1300	1500
SPECIAL ABILITIES	8800	9000
FEAR FACTOR	1400	1800

The Master used his Laser Screwdriver to physically age the Doctor to his real age of over 900 years, then imprisoned him.

SR — INVADER — 103/225

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LAZARUS QUIZ

Think you know your Lazarus Creature?

Q1. How old was Professor Lazarus before the experiment?

a) 21
b) 76
c) 105

Q2. What was the name of Lazarus' greedy partner?

a) Lady Thaw
b) Lady Frost
c) Lady Muck

Q3. What does Lazarus change so he can be young again?

a) His socks
b) His ETA
c) His DNA

Q4. Lazarus has a model of which building in his office?

a) Torchwood Tower
b) Southwark Cathedral
c) Sleeping Beauty's Castle

Q5. Why does Francine say she doesn't trust the Doctor?

a) Because he's dangerous
b) Because he ate all the nibbles
c) Because he smells

Q6. What machine does the Doctor use to defeat Lazarus?

a) A gravitic anomalyser
b) A genetic-loop scrambler
c) A cathedral organ

TURN TO PAGE 23 BEFORE HE GETS YOU!

LAZARUS DECK

Have you found these exciting cards from 'The Lazarus Experiment' yet?

LAZARUS CREATURE

TISH JONES

LADY THAW

PROFESSOR LAZARUS

LAZARUS

GENETIC MUTATION!

PARTNER IN TIME

The businesswoman Lady Thaw was desperate to be young again just like Professor Lazarus. She funded a lot of his research, but Lazarus betrayed her and she became his very first victim!

1. THE OLD MAN

Professor Richard Lazarus starts off as a 76-year-old scientist who wants to rejuvenate his old and weary body. He doesn't care about the dangers of messing with DNA, he just wants to live forever – and make loads of money!

2. REBORN!

When the Professor emerges from the Genetic Manipulation Device, he looks decades younger. It seems like the Lazarus Experiment worked – but only because the Doctor stepped in to prevent the machine blowing up!

3. MONSTER UNLEASHED!

It's not long before Lazarus' DNA starts to corrupt and he changes into a huge scorpion-like beast! He kills Lady Thaw and smashes his way through the posh Laz Labs building, sucking the life essence out of innocent party guests as he goes.

4. INSANE GENIUS!

Lazarus changes back into a human but the Doctor can't convince him to stop killing! As soon as he sees Martha he transforms into a hideous monster again – and chases the Jones sisters into the cathedral bell-tower.

5. FULL CIRCLE!

When he falls from the cathedral bell tower, Lazarus dies and 'regresses' back into an old man.

MIRACLE MACHINE!

Lazarus' machine is called a Genetic Manipulation Device. The Professor is really proud of it but the Doctor says it's about as safe as a blender! Martha and the Doctor hide in the GMD when the Lazarus Creature chases them, because they know Lazarus would never rip it apart!

TOP 10 LAZARUS FACTS

1. The Lazarus Creature may look alien, but its origin is actually human!
2. The experiment awakened dormant genes that human evolution rejected millions of years ago.
3. The new genes attacked Lazarus' human DNA and corrupted it.
4. Lazarus' machine works using sonic technology similar to the Doctor's screwdriver.
5. Lazarus spent his whole life perfecting the Genetic Manipulation Device.
6. The Lazarus Creature feeds off the life essences of human beings.
7. You can still make out the Professor's face on the end of the monster's long neck!
8. The shadowy Mr Saxon put money into the Lazarus experiment.
9. The Doctor used sound waves blasted through the organ in Southwark Cathedral to destroy the Lazarus Creature.
10. The creature hides in the cathedral because that's where Lazarus hid from the Blitz during World War II.